

IN THE CLAIMS:

This listing of claims replaces all prior versions and listings of claims in the application:

**Listing of claims:**

1. (Currently Amended) An electronic interactive entertainment system, comprising:

a display;

a video library ~~selectably accessible video sequences~~, the video library **including storing** a plurality of **selectably accessible video racing** activity sets, each **video racing** activity set of the plurality of **video racing** activity sets being associated with a different **kind of race, each kind of race including a plurality of race entrants** activity, each **video racing** activity set including **a predetermined number of numbered video sequences for each race entrant, the predetermined number of video sequences for each race entrant being dependant on predetermined odds assigned to each race entrant** ~~a plurality of sequentially numbered subsets, each numbered subset including a plurality of like numbered video sequences drawn to the associated activity;~~

a player interaction means, the player interaction means being configured to enable selection, **from the plurality of stored selectably accessible video racing activity sets, of at least an the kind of race activity that is to be shown on the display,** a predicted ~~numbered outcome~~ **winning race entrant** of the selected **kind of race activity** and a wager on the predicted numbered outcome of the selected **kind of race activity**;

a random number generator, and

a processor, the processor being configured to select a winning entrant of the selected kind of race, to access the video library, to select one of the predetermined number of numbered video sequences of the race entrant selected as the winning entrant according to a number generated by the random number generator and to cause the selected numbered video sequence to be shown on the display ~~and to select an activity set associated with the activity selected by the player and to select one of the sequentially numbered subsets according to a selected number generated by the random number generator and to access and show one of the plurality of like numbered video sequences of the selected subset on the display.~~

2. (Currently Amended) The system of Claim 1, wherein the player interaction means is further configured to pay a predetermined sum when the predicted numbered outcome matches an actual outcome of the selected activity shown on the display ~~shown in the accessed one of the plurality of like numbered video sequences of the selected subset.~~

3. (Original) The system of Claim 1, wherein the library is stored remotely from the player interaction means and wherein the library is accessed over a computer network.

4. (Original) The system of Claim 1, wherein the library is stored locally relative to the processor.

5. (Original) The system of Claim 4, wherein the locally stored library is coupled to a computer network to enable remote updating of the library over the network.

6. (Canceled)

7. (Currently Amended) The system of ~~Claim 6~~ Claim 1, wherein ~~the entrant~~ includes at least each of the plurality of race entrants is one of a human, an animal or a machine.

8. (Original) The system of Claim 7, wherein the numbered entrant is a team.

9 - 10. (Canceled)

11. (Currently Amended) The system of ~~Claim 1~~ Claim 2, wherein the predetermined sum is determined according to the wager and the predetermined odds.

12. (Currently Amended) The system of Claim 1, wherein the library includes an introductory video sequence for ~~each activity set~~ kind of race and wherein the system is configured to show the introductory video sequence on the display immediately prior to the ~~accessed one of plurality of like numbered video sequences~~ selected numbered video sequence being shown on the display.

13. (Original) The system of Claim 12, wherein the player interaction means is disabled when the introductory video sequence is shown on the display.

14. (Original) The system of Claim 1, wherein the player interaction means includes at least one of a button, a pointing device, an electronic card reader, a coin input slot, a paper money input slot, a barcode reader, a scanner, a payout slot and a receipt printer.

15. **(Currently Amended)** A game of chance, comprising the steps of:

presenting a player with a plurality of activities;

accepting from the player a selected activity from the presented plurality of activities, a predicted outcome of the selected activity and a wager;

randomly selecting an actual outcome of the selected activity according to predetermined odds;

a first showing step to show the player an introductory video sequence of the selected activity; and

a second showing step to show the player a selected video sequence of a plurality of video sequences of the randomly selected actual outcome of the selected activity immediately after the introductory video sequence, a number of the plurality of video sequences from which the video sequence of the randomly selected actual outcome is selected being dependant upon the predetermined odds.

16. **(Original)** The game of Claim 15, further including a step of paying the player a sum determined by the wager and the predetermined odds when the outcome predicted by the player matches the selected actual outcome.

17. **(Original)** The game of Claim 15, wherein the selected actual outcome is independent of the predicted outcome and of any action or knowledge of the player.

18. **(Original)** The game of Claim 15, wherein no further wager is accepted from the player after the introductory video sequence begins to be displayed to the player.

19. **(Original)** The game of Claim 15, wherein the choice of activities includes a race.

20.     **(Original)**     The game of Claim 19, wherein the race is selected from a group including a horse race, a dog race, a swimming race, a skiing race, a car race, a motorcycle race, a bicycle race and a boat race.

21.     **(Original)**     The game of Claim 15, wherein the second showing step includes a step of selecting a video sequence of the selected outcome from a plurality of different video sequences drawn to a same outcome as the selected actual outcome.

22.     **(Original)**     The game of Claim 15, wherein the wager is selected from a group including a Singles bet, a Doubles bet, an Each Way bet and combinations thereof.

23. **(Amended)** A machine-readable medium having data stored thereon representing sequences of instructions which, when executed by a computing device, causes said computing device to enable a player to play a game of chance, by performing the steps of:

presenting the player with a plurality of activities;

accepting from the player a selected activity from the presented plurality of activities, a predicted outcome of the selected activity and a wager;

randomly selecting an actual outcome of the selected activity according to predetermined odds;

a first showing step to show the player an introductory video sequence of the selected activity, and

a second showing step to show the player a selected video sequence of a plurality of video sequences of the selected actual outcome of the selected activity immediately after the introductory video sequence, **a number of the plurality of video sequences from which the video sequence of the randomly selected actual outcome is selected being dependant upon the predetermined odds.**

24. **(Original)** The medium of Claim 23, further including the step of paying the player a sum determined by the wager and the predetermined odds when the outcome predicted by the player matches the randomly selected actual outcome.

25. **(Original)** The medium of Claim 23, wherein the randomly selected actual outcome is independent of the predicted outcome and of any action or knowledge of the player;

26. **(Original)** The medium of Claim 23, wherein no further wager is accepted from the player after the introductory video sequence begins to be displayed to the player.

27. **(Original)** The medium of Claim 23, wherein the choice of activities includes a race.

28. **(Original)** The medium of Claim 27, wherein the race is selected from a group including a horse race, a dog race, a swimming race, a skiing race, a car race, a motorcycle race, a bicycle race and a boat race.

29. **(Original)** The medium of Claim 23, wherein the second showing steps includes a step of selecting a video sequence of the selected outcome from a plurality of different video sequences drawn to a same outcome as the selected actual outcome.

30. **(Original)** The medium of Claim 23, wherein the wager is selected from a group including a Singles bet, a Doubles bet, an Each Way bet and combinations thereof.

31. (Currently Amended) An electronic interactive entertainment system, comprising:

a display;

a plurality of selectably accessible video sequences associated with each of a plurality of selectable competitive activities, each video sequence of the plurality of video sequences showing at least one numbered entrant of the associated competitive activity at least one of placing in and winning the competitive activity, **each of the at least one numbered entrant being shown on a number of video sequences that is dependant on predetermined odds of the at least one entrant placing in and winning the competitive activity such that numbered entrants being assigned longer odds are shown on comparatively fewer video sequences than numbered entrants being assigned shorter odds;**

a player interaction means, the player interaction means being configured to enable selection of one of the plurality of selectable competitive activities, and at least a predicted numbered outcome of the selected competitive activity and a wager on the predicted outcome of the selected activity;

a random number generator configured to generate a random number within a predetermined range, and

a processor, the processor being configured to select, based on the generated random number, one of the plurality of video sequences and to cause the selected one of the plurality of video sequences of the selected one of the plurality of selectable competitive activities to be shown on the display.



32. **(Original)** The system of Claim 31, wherein the player interaction means is further configured to carry out a predetermined action when a number of the predicted outcome matches a number of the entrant shown in the selected one of the plurality of video sequences.

33. **(Original)** The system of Claim 32, wherein the predetermined action includes payment of a predetermined sum.

34. **(Original)** The system of Claim 33, wherein the predetermined sum is determined by the wager and odds associated with the numbered entrant shown in the selected one of the plurality of video sequences.

35. **(Original)** The system of Claim 31, wherein the plurality of video sequences is stored remotely from the player interaction means and accessed over a computer network.

36. **(Original)** The system of Claim 31, wherein the plurality of video sequences is stored locally relative to the processor.

37. **(Original)** The system of Claim 36, wherein the locally stored plurality of video sequences is coupled to a computer network to enable remote updating of the plurality of video sequences over the network.

38. **(Original)** The system of Claim 31, wherein the entrant includes at least one of a human, an animal and a machine.

39. **(Original)** The system of Claim 31, wherein the entrant includes a team.

40. **(Previously Submitted)** The system of Claim 31, wherein the selected competitive activity includes a sport.

41. **(Previously Submitted)** The system of Claim 31, wherein the selected competitive activity is a race.

42. **(Original)** The system of Claim 31, wherein the system includes an introductory video sequence and wherein the system is configured to show the introductory video sequence on the display immediately before showing the selected one of the plurality of video sequences on the display.

43. **(Original)** The system of Claim 42, wherein the system is configured to disable the player interaction means when the introductory video sequence is shown on the display.

44. **(Original)** The system of Claim 31, wherein the player interaction means includes at least one of a button, a pointing device, an electronic card reader, a coin input slot, a paper money input slot, a barcode reader, a scanner, a payout slot and a receipt printer.

45. **(Currently Amended)** A game of chance, comprising the steps of:

selecting one of a plurality of competitive activities;

accepting at least one of a wager and a selection of a predicted outcome of a the selected competitive activity;

randomly selecting an actual outcome of the selected competitive activity according to predetermined odds;

accessing one of a plurality of video sequences that shows the randomly selected actual outcome of the selected competitive activity, a number of the plurality of video sequences from which the video sequence of the randomly selected actual outcome is selected being dependant upon the predetermined odds, and

showing the accessed one of the plurality of video sequence on a display.

46. **(Original)** The game of Claim 45, further including a step of paying a sum determined by the wager and the predetermined odds when the predicted outcome matches the randomly selected actual outcome.

47. **(Original)** The game of Claim 45, wherein the randomly selected actual outcome is independent of the predicted outcome and of any action or knowledge of the player.

48. **(Previously Submitted)** The game of Claim 45, wherein no further wager is accepted after the actual outcome of the selected competitive activity is randomly selected.

49. **(Amended)** The game of Claim 45, wherein the selected competitive activity is selected from a group including a horse race, a dog race, a swimming race a skiing competitive activity, a car race, a motorcycle race, a bicycle race and a boat race.

50.     **(Original)**     The game of Claim 45, wherein the showing step includes a step of selecting a video sequence of the randomly selected actual outcome from a plurality of different video sequences drawn to a same actual outcome as the selected actual outcome.

51.     **(Original)**     The game of Claim 45, wherein the wager is selected from a group including a Singles bet, a Doubles bet, an Each Way bet and combinations thereof.

52. **(Currently Amended)** A machine-readable medium having data stored thereon representing sequences of instructions which, when executed by a computing device, causes said computing device to enable a game of chance to be played, by performing the steps of:

selecting one of a plurality of competitive activities;

accepting at least one of a wager and a selection of a predicted outcome of a the selected competitive activity;

randomly selecting an actual outcome of the selected competitive activity according to predetermined odds;

accessing one of a plurality of video sequences that shows the randomly selected actual outcome of the selected competitive activity, a number of the plurality of video sequences from which the video sequence of the randomly selected actual outcome is selected being dependant upon the predetermined odds, and

showing the accessed one of the plurality of video sequence on a display.

53. **(Original)** The medium of Claim 52, further including a step of paying a sum determined by the wager and the predetermined odds when the predicted outcome matches the randomly selected actual outcome.

54. **(Original)** The medium of Claim 52, wherein the randomly selected actual outcome is independent of the predicted outcome and of any action or knowledge of the player.

55. **(Previously Submitted)** The medium of Claim 52, wherein no further wager is accepted after the actual outcome of the selected competitive activity is randomly selected.

56. **(Previously Submitted)** The medium of Claim 52, wherein the selected competitive activity is selected from a group including a horse race, a dog race, a swimming race a skiing competitive activity, a car race, a motorcycle race, a bicycle race and a boat race.

57. **(Original)** The game of Claim 52, wherein the showing step includes a step of selecting a video sequence of the randomly selected actual outcome from a plurality of different video sequences drawn to a same actual outcome as the selected actual outcome.

58. **(Original)** The game of Claim 52, wherein the wager is selected from a group including a Singles bet, a Doubles bet, an Each Way bet and combinations thereof.

59 - 75. **(Withdrawn)**